

CLAIMS

1.- A structure for a board game, characterized in that it comprises a regular geometrically shaped body with a vertical axis of symmetry, which body is horizontally subdivided into independent levels (1 to 6), which are rotational about a shaft coinciding with the vertical axis of symmetry and have equal recesses (7) on their side surface, in each one of which recesses a game piece of an equal contour (10-11) can be coupled.

2. A structure according to claim 1, characterized in that the levels (1 to 6) are of an equal height.

3. A structure according to claim 1, characterized in that said body extends in the lower portion into a hollow base or pedestal (8), which laterally opens to the exterior through two opposite surfaces, through which two extractible drawers (9) containing the game pieces (10-11) can be coupled.

4.- A structure according to claim 1, characterized in that the body has a regular pyramidal shape.